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FACSIMILE COVER SHEET

TO: Examiner, Jeanne-Marguerite Goodwin, Group 2841

FAX NO.: 703-308-7724

FROM: Jeffrey M. Glabicki

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In the **PATENT APPLICATION** of:

Heiman et al.

Application No.: 09/342,280

Filed: June 29, 1999

For: INTERACTIVE SPORTS TIMER WITH
AUDIO OUTPUT

Group: 2841

Examiner: Jeanne-Marguerite Goodwin

Our File:

Date: December 18, 2003

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COMMENTS:

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NOTIFY Marilyn Melasecca at 215-568-6400 IF TRANSMISSION IS NOT COMPLETE OR LEGIBLE.

I hereby certify that this paper is being facsimile transmitted to the United States Patent and Trademark Office on December 18, 2003.

Jeffrey M. Glabicki

12/18/03
Date

PATENT

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COMMUNICATION

Pursuant to a telephone conversation between Applicant's agent, Jeffrey M. Glabicki, and Examiner Goodwin, attached is a proposed amended claims 30 and 35 for a discussion telephone interview.

Respectfully submitted,

Heiman et al.

By 
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Enclosure

30. (Newly Amended) A method for interactively timing an unofficiated game in a sport such that audio outputs are generated at appropriate times in said game ~~and in response to initiation by one or more players~~, comprising:

- (a) storing audio files ~~and a set of predetermined times~~; and
- (b) providing a first timer to keep track of game time and a second timer; ~~and~~
- (c) providing a remote control means for said players of said game to start and stop said first and second timers ~~timer~~ by wireless communication; and
- (d) providing an electro-acoustics device; and
- (e) providing a processor which:
 - (1) starts and stops said first and second timers ~~timer~~ when said remote control means are activated; and
 - (2) associates a first plurality of audio files with specified times on said first timer and a second plurality of audio files with specified times on said second timer;
 - (3) selects said audio files at said ~~predetermined~~ specified times on said first and second timers;
 - (4) not selecting one of said audio files associated with one of said first and second timers if it conflicts with a time of another of said first and second timers; and
 - (~~3~~) (5) passes said selected audio files to said electro-acoustics device thereby generating audible sounds.

35. (Newly Amended) A system in which a plurality of players ~~player~~ in a sports game, during play action, wirelessly controls game time and simultaneously generates prerecorded verbal audible announcements, comprising:

(a) a plurality of switches ~~switch~~, each ~~on one of person of said player~~ players in said sports game, that each is actuated by said player for the purpose of starting and stopping game time and for causing related said audible announcements to be made, at least one switch is on one of said players of each team in said sports game;

(b) a transmitter, ~~on the person~~ each of said ~~player~~ players with said switches ~~in said sports game~~, that, upon actuation by said switch, emits a predetermined radio frequency signal;

(c) a receiver that receives said radio frequency signal from said transmitter and converts said radio frequency signal into an electrical signal indicating receipt of command from said player;

(d) a first timer that clocks game time and that can be stopped and resumed and a second timer for tracking specified duration events;

(e) means to operate said first and second timers ~~timer~~ in response to receipt of said electrical signal from any of said receiver ~~transmitters~~;

(f) a storage device containing predetermined audio files and that outputs a data stream for the purpose of making said audible announcements;

(g) means to operate said storage device upon receipt of said electrical signal from said receiver; and

(h) an electro-acoustic device that, upon receipt of said data stream from said storage device, converts said data stream into audible acoustic sounds; and

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whereby verbal said audible announcements are broadcast for players and spectators to hear in response to remote signaling by said player.